

GIANTS

LOADING INSTRUCTIONS

CBM 64/128

Cassette: Insert cassette into cassette player. Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on cassette player. The program will load and run automatically.

Note: Gauntlet II – The program was originally created as a 2-sided tape. Therefore, at screen prompt to turn over tape, zero the counter and proceed to play. If you should die while playing the levels and wish to play again, rewind tape to zero and press **PLAY** on the cassette recorder.

Disk: Insert disk into drive. Type **LOAD******, 8,1 and press **RETURN**. The program will load and run automatically.

Important: To load Out Run type **LOAD****MENU******, 8,1 and press **RETURN**.

SPECTRUM 48K

Type **LOAD****** and press **RETURN** or **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

SPECTRUM 128K/+2

Use the **TAPE LOADER** as normal.

SPECTRUM 128K/+3

Use the **DISK LOADER** as normal.

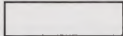
AMSTRAD

Cassette: Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.

Disk: Insert required disk into drive. Type **RUN****DISK** and press **ENTER**. **Important:** To load Gauntlet II, (Disk 2, Side 2) Type **CPM** and press **ENTER**.

Note cassette users: On cassette 2, 720° and ROLLING THUNDER load individually off one side of the cassette. Therefore, if you wish to play ROLLING THUNDER, stop the tape after 720° has loaded. Turn off the computer, then on again and repeat the loading procedure. You may find it worthwhile to make a note of the counter reference on the cassette player, so for your convenience we have included a box for you to make a note. It is also recommended you set your reference to zero before commencing play.

ROLLING THUNDER



CALIFORNIA GAMES™

INTRODUCTION

Welcome to California. Home of the most radical sports in the world. Rad, bad and aggro. You're about to hit the beaches, parks and streets of the Golden State to go for trophies in everything from surfing to bike racing.

CALIFORNIA GAMES™ gives you the hottest sports. And the most aggro competition. You even get to pick your own sponsor.

You're about to get into the wildest games of them all... CALIFORNIA GAMES. It's only, like, the most totally awesome game in the world!

OBJECTIVES

CALIFORNIA GAMES is a challenge of skills for one to eight players. The object of the games is to win trophies in each individual event. Players can also compete for the top trophy in overall competition.

CALIFORNIA GAMES includes six exciting events: Half Pipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk.

Each player chooses a sponsor for the competition. You are judged on each event and a record is kept of your score. Trophies are awarded to the top scoring competitors.

If you break an event record, **CALIFORNIA GAMES** will save your name and display it on a special high score screen. Improve your skills in each event, compete with your family and friends and become a California Champion.

GETTING STARTED

CALIFORNIA GAMES: Loading Instructions

CBM 64/128 Disk: Plug joystick into Port 2.

CBM 64/128 Cassette: Press **SHIFT** and **RUN/STOP** keys together and press **PLAY** on the cassette recorder. The cassette is recorded with three events on side 1 and three events on side 2. The cassette files are sequential, if you want to load and play an event which is before the point where you are on the tape, you must rewind the tape before attempting to load it. E.g. If you have loaded and played FootBag and you want to play Half Pipe Skateboarding, the cassette must be rewound to a position before Half Pipe Skateboarding. The order of events is in the options menu. It may help in positioning the tape if you zero the tape counter after loading the main event and make a note of the counter reading after each event.

After completing event no. 3 insert cassette side 2, rewind and press **PLAY**.

To abort any event whether competing or practising press **RUN/STOP** and hit **RESTORE**. The menu will automatically be reloaded from cassette.

SPECTRUM +3: Turn on the computer, insert disk and press **ENTER**. Game will load and run automatically.

STARTING PLAY

When the **CALIFORNIA GAMES** title screen appears, press the **FIRE BUTTON** on your joystick to continue to the menu screen. The California Games menu offers a choice of six options on the CBM 64 and seven on the Spectrum and Amstrad. To make a selection use your joystick to move the cursor to your choice, then press the **FIRE BUTTON**. You may also select an option by typing the corresponding numbered key.

OPTION 1: Compete in All the Events

Compete in all six events. The number of trophies awarded to each player is tallied as you compete, and a special trophy is awarded to the overall champion at the conclusion of the last event. You'll compete in the events in this order: Half Pipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk.

- You'll first be asked to enter your name and pick a sponsor.
- Type your name on the keyboard and press the **RETURN/ENTER** key.
- Use the joystick (CBM 64)/cursor keys (Spectrum/Amstrad) to move the cursor to the sponsor of your choice, then press the **FIRE** button to pick that sponsor.
- Repeat the name and sponsor selection for each additional player up to eight (CBM 64)/four (Spectrum/Amstrad). When all players' names and sponsors have been entered, press the **RETURN/ENTER** key again.
- A verification screen will appear. If all the names are correct, select **YES** or **NO** with the control keys. CBM 64: Joystick – select **YES** and press the **FIRE BUTTON** or type **A**. If you need to make any changes select **NO** or type **B**.

OPTION 2: Compete in Some Events

Similar to Option 1, but you compete in the events of your choice.

- Choose the event(s)
 - (a) CBM 64 – type the corresponding numbered key or move your joystick and press the **FIRE BUTTON**.
 - (b) SPECTRUM/AMSTRAD – move your control keys and press the **FIRE BUTTON**.
- The events you choose will be displayed in purple (CBM 64)/yellow (Spectrum/Amstrad).

- When you are finished choosing the events move the cursor to the word **DONE** and press the **FIRE BUTTON**. Spectrum/Amstrad: You will then be asked to enter your name and pick a sponsor.

OPTION 3: Compete in One Event

Similar to Options 1 and 2 but you compete in any single event of your choice.

- CBM 64 – Choose the event by typing the corresponding numbered key or by moving your joystick and press the **FIRE BUTTON**.
- Spectrum/Amstrad: Choose the event by moving your control keys and pressing the **FIRE BUTTON**. You will then be asked to enter your name and pick a sponsor.

OPTION 4: Practice One Event

No scores are kept during practice rounds.

- CBM 64 – Choose the event by typing the corresponding numbered key or by moving your joystick by pressing the **FIRE BUTTON**.
- Spectrum/Amstrad – Choose the event by moving your control keys and pressing the **FIRE BUTTON**.

OPTION 5: View High Scores

- Display the highest score recorded in all events, with the name of the player who achieved each record.
- Press the **FIRE BUTTON** to return to the menu.

OPTION 6: View Title Screen CBM 64 ONLY

- Displays the title screen and credits.
- Press the **FIRE BUTTON** to return to the menu.

OPTION 6: Define Controls Spectrum/Amstrad

A new options menu will appear (selected by UP or DOWN or FIRE)

OPTION 1) Define set one

This allows you to select your first set of keys in this order:

FIRE, UP, DOWN, RIGHT, LEFT

After you have finished redefining the keys it will return to the main menu.

OPTION 2) Define set two

This allows you to select your second set of keys in this order:

FIRE, UP, DOWN, RIGHT, LEFT

After you have finished redefining the keys it will return to the main menu.

OPTION 3) Define both sets

This allows you to select keys for both sets.

OPTION 4) Default both sets

This is preset keys

Set 1 **UP – Q, DOWN – A, LEFT – O, RIGHT – P, FIRE – SPACE**

Set 2 Sinclair control

OPTION 5) Main Menu

Returns you to the main menu.

OPTION 7) Load/Save Records

New Options Menu

7:1 Save high scores – allows you to save high scores to tape.

7:2 Load high score – allows you to load high score from tape.

7:3 Main Menu – Returns you to main menu.

THE GAMES

HALF PIPE SKATEBOARDING

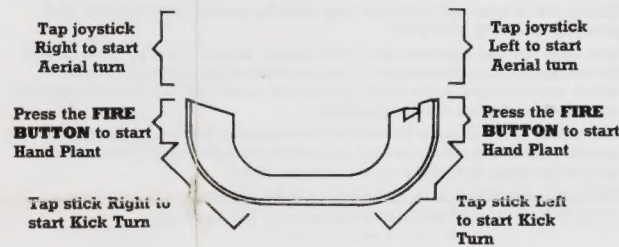


It's time to get air on the half pipe. Skateboarding is definitely an awesome event, combining strength and co-ordination – often with amazing results. You'll be riding a skateboard in a specially built half-pipe. You'll have a 1:15 minute time period, or three falls, to build up speed and successfully complete stunts. Points are awarded for each stunt, and the

highest score wins the event.

OBJECT: The object of the half-pipe event is to ride the board back and forth on the ramp, performing stunts with proper timing and execution.

- Press the **FIRE BUTTON** to launch your board and start the event.
- To gain speed, move the joystick **UP** when the skater is going up the side of the ramp, then move the stick **DOWN** when the skater is going down.
- To perform a stunt, move the joystick as shown in the diagram. Pay attention to timing, because you'll fall if you move the stick too soon, too late, or of you hold it too long. After three falls, the event is over.



- To start a kick turn, move the joystick as indicated on the diagram above. Earn maximum points by waiting until the last moment to start the turn and holding the joystick until the moment before you'd wipe out.
- To start an aerial turn, tap the joystick in the direction indicated above. To perform this move successfully, you must be in the air off the edge of the ramp before tapping the joystick.
- To perform a hand plant, press and hold the **FIRE BUTTON** just as you reach the top of the ramp. The skater will plant his hands and flip the board over his head. Wait to release the button until the board arcs over and returns to the ramp. Earn maximum points for pressing the button at the last moment, and releasing it at the last moment.

SCORING: You score points for each stunt completed successfully. Your score increases with the amount of risk you take. For example, if you hold a turn until the last moment, you get more points than if you pull out early when it's safer. Some stunts are more difficult and earn higher scores than others.

Stunt	Minimum	Maximum
Kick Turns	100	300
Hand Plants	400	700
Aerial Turns	400	999

STRATEGY: It's important to build up the right amount of speed before trying a stunt. You can gain speed by doing a 'fakie'. To fakie, hold the joystick up or down for the full duration of the ramp (from top to bottom). Remember that you'll wipe out if you go too fast. Above all, be sure to get plenty of practice on the half pipe. This event takes experience to get the timing down just right.

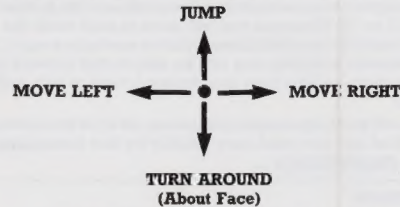
FOOT BAG



This is probably the most laid back event, but don't lose your cool, it isn't easy. The Foot Bag event is like juggling with your feet. In this event, you have to keep a juggling bag in the air for 1:15 seconds, without using your hands. Success is all in the timing. If you time your kicks correctly, you'll keep the bag bouncing high in the air. Score extra points by performing stunts. The highest score wins the event.

OBJECT: Hacking at the sack with your feet, knees and head, you must try to make as many kicks as you can before time runs out. And remember, you get extra points for every stunt you perform.

- Press the **FIRE BUTTON** to kick the bag into the air and start the event.
- As the bag falls back towards the ground, press the **FIRE BUTTON** to kick again just before the bag reaches your foot.
- To perform a head butt, press the **FIRE BUTTON** just before the bag drops below the level of your head.
- Move the joystick as indicated in the diagram to control other movements.



Press the **FIRE BUTTON** to perform a kick.

- Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kicks, knee kicks and back kicks.
- To perform different types of kicks, move to new positions underneath the bag while it's in the air. For example, move to the right so the bag will drop next to you (but not too far). Now press the **FIRE BUTTON** when the bag approaches and you'll perform an outside kick.
- Other kicks are performed by positioning yourself in different ways. Discover the ways to perform all the kicks by trying various movements during practice.

SCORING: You earn points for each stunt or kick performed successfully. More difficult stunts, like turning around while the bag is in the air, earn higher scores. You lose time if you drop the bag or kick it off the screen. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. Earn bonus points for catching the sack when thrown from offscreen. Here are some stunts to try by combining different kicks and moves:

Any Kick: (10 pts)

Half Axle: (250 pts) Any two kicks with a half spin in between.

Full Axle: (500 pts) Any two kicks with a full spin in between.

Horseshoe: (500 pts) Left back kick + right back kick.

Jester: (2000 pts) Left jumping kick or right jumping kick.

Double arch: (2500 pts) Left outside kick + right outside kick + left outside kick.

Doda: (5000 pts) Left outside kick + head butt + right outside kick.

Off Screen Catch: (1500 pts)

STRATEGY: The more complicated kicks and stunts you can complete before time runs out the higher your score will be. Special bonus points are awarded for variety, so use as many different stunts as you can.

SURFING



Surfing began as the sport of Hawaiian kings; now it rules the California coastline. From Santa Cruz to Eureka Point, surfers and their colourful boards dot the miles of sun-splashed beaches. And you're about to join them. You'll shoot the curl, shred the tube and probably even eat a little sand (when you wipe out). It's going to be hot. You'll be there. And you'll be awesome.

OBJECT: Competition surfing is a game of staying near the curl of the wave and manoeuvring your board smoothly at high speeds. Ride the face of the wave, moving back and forth, in and out of the tube. "Use" as much of the wave as you can before your ride comes to an end.

- Press the **FIRE BUTTON** to catch a wave and start the event.
- Hold the joystick **LEFT** to avoid wiping out at the beginning of your ride.
- To steer the board to the surfer's left, move the joystick **LEFT**.
- To steer the board to the surfer's right, move the joystick **RIGHT**.
- Hold the **FIRE BUTTON** down to make sharper turns. Note that sharp turns slow you down.
- If you go too close to the bottom of the wave, you'll either wipe out or end your ride by leaving the wave.
- To end your ride cleanly, go over the top of the wave.
- If you go over the top of the wave and turn your board around in the air, you can catch the wave again (but you'll wipe out if you come back down at a bad angle).
- You'll get 1:30 minutes for the event or 4 wipeouts. You earn more points for longer rides, so try to ride each wave as long as you possibly can.

SCORING: You're scored for the length of your ride, the number of turns you make and your speed each time you turn. You also earn higher points from the judges for riding in the tube (underneath the curl of the wave), and riding near the break. "Catching air" scores extra points: ride up to the top of the wave until the end of your board clears the crest, then turn and continue your ride.

STRATEGY: Your final score is based on how well you 'use' the wave. Riding along straight, far out in front of the break counts for very little. Take risks. The more risks you take to do your stunts, the more points you'll earn. Making cutbacks (180-degree turns). Moving up and down the wave and doing 360's (complete circles) all earn high scores. Earn maximum points for high speed turns, especially if you complete them near the top of the wave or near the break.

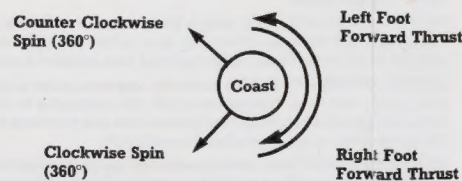
ROLLER SKATING



Roller skating is hot. Anyone can skate and almost everyone does, with a feeling of freedom unlike any other sport. And **CALIFORNIA GAMES** skating is as radical as you can get. The trick is to skate down a beach boardwalk without falling. You'll have to avoid cracks in the sidewalk, grass, sand, puddles of water, shoes lying in your path and more. You'll have to squat to miss flying beach balls. You'll even have to jump over missing pieces of the sidewalk!

OBJECT: The object in roller skating is to avoid the obstacles and cover the course in the best possible time, with as many stunts as you can perform during the event.

- Press the **FIRE BUTTON** to start the event.
- To begin skating, roll the joystick to the **UP** position. Then roll the joystick to the **DOWN** position. Continue rolling between these two positions to gain speed.
- Move the joystick as shown in the diagram to perform other skating moves.



- To squat, press and hold the **FIRE BUTTON**.
- To jump, release the **FIRE BUTTON**.
- Try to avoid all the obstacles. You're allowed three falls. On the third fall you are disqualified and your race is over.

SCORING: Score points for each obstacle you avoid. Earn double points for jumping over obstacles. Earn the highest scores for 360's while jumping obstacles.

Avoiding Obstacles: 10-30 points

Jumping Over Obstacles: 20-60 points

Spinning Jump Over Obstacles: 40-120 points

STRATEGY: You'll score points for each object you successfully avoid or jump over, so be careful – speed is less important than staying on your feet. Remember that you earn points for spinning jumps over obstacles (jumping and spinning at the same time). Complicated moves lead to high scores. But be careful not to fall more than twice, or you'll be out of the competition.

BMX BIKE RACING



BMX stands for Bicycle Motorcross. It also stands for radical action and challenging competition. In this event, riders use strong, lightweight bicycles to race on an action-packed course down a California mountain. There are plenty of jumps, bumps and dips. (Rows of low bumps are called 'Whoop di dos') You'll need speed, a good sense of timing and a heavy dose of endurance.

OBJECT: The object is to cover the course in the fastest possible time, performing stunts and avoiding or jumping over obstacles. The fastest dare-devil rider will win the event.

- Move the joystick **RIGHT** to start the event.
- Move the joystick **UP** to steer left.
- Move the joystick **DOWN** to steer right.
- Move the joystick **RIGHT** repeatedly to increase your speed.
- Press the **FIRE BUTTON** to jump.
- Move the joystick **LEFT** to do a wheelie.
- To begin a jump, move the joystick **LEFT** as you ride onto a hill or ramp.
- When you're in the air, use the joystick to perform stunts:
 - Move the stick **UP** to do a table top. Hold the stick as long as possible then release the joystick to put the bike down.
 - Move the stick **DOWN** to do a 360-degree turn.
 - Move the stick **LEFT** to do a backward flip.
 - Move the stick **RIGHT** to do a forward flip.
- Timing is important to perform stunts and jumps. You must time the start and finish of each move to complete it successfully. If you're not back in a "centred" position by the time you land or complete your stunt, you will crash.
- You're allowed one 'serious' fall or three 'easy' falls before you're out of the race. If you flip and fall on your head, it's a serious fall.
- At the end of the course, press the **FIRE BUTTON** to stop. You earn bonus points for stopping on the finishing pad.

SCORING: Try to complete the course within the 2:00 minute time limit. The faster your time, the higher your score will be. You also get bonus points for each stunt, with bonus points for holding stunts as long as possible. Here's a table of the minimum and maximum points awarded for each stunt:

Stunt	Minimum	Maximum
Wheelie	100	200
Jump	200	400
Table Top	500	1000
360 Turn	1000	2000
Backward Flip	1500	3000
Forward Flip	3000	6000

STRATEGY: When you complete the course, you get 60 points for each second left in the time limit. So finishing the course in the fastest possible time is important, but the highest scores go to the riders who perform the most daring stunts. Make a 6000-point forward flip, and you've probably got a lock on the first place trophy.

FLYING DISK



To serious competitors, the plastic saucer invented by two Californians in 1947 is called a 'flying disk'. Of course, you may know it by another name. Originally spelled Frisbie, the disk's most popular name originated at Yale University, where students first started tossing empty pie plates made by the Frisbie Pie Company one hundred years ago. Now moulded from light and flexible plastic, the flying disk is a common sight whirling through the air at beaches and parks everywhere in California, and it's the perfect challenge of skill and timing to wind up the competition in **CALIFORNIA GAMES**.

OBJECT: The object of the Flying Disk is to throw accurately to the catcher at the other end of the field. Score extra points for difficult catches.

- Press the **FIRE BUTTON** to start the event.
- You get three attempts to throw and catch the disk.
- Try to throw the disk far enough to reach the catcher standing at the other end of the field.
- Use the bar at the bottom of the screen to make your throw. The bar has three colours: red, yellow and green. Use the green area for the most powerful throw.
- Tap the joystick **LEFT** to start swinging your arm back. When the needle reaches the green section of the bar, tap the stick **RIGHT**. When the needle reaches the green section on the right side of the bar, tap the stick **LEFT** again to release the disk.
- The display at the top of the screen helps you move the catcher to intercept the disk after it has been thrown.
- As the disk flies across the field, move the joystick **LEFT** or **RIGHT** to run toward the point where you think the disk will land.
- To catch the disk, you must meet it with your hands. Note that your hands are extended only when you're running or diving.
- To attempt an overhead standing catch, hold the joystick **UP** to reach up for the disk.
- To dive after the disk, press the **FIRE BUTTON**.

SCORING: Points are awarded for the throw and the catch. For the throw, score points for the accuracy and height of the toss. The fewer steps the catcher has to run to meet the disk, the more points are awarded for the throw. Points are scored for catching the disk as follows:

150 pts for a catch while running right
250 pts for a catch while running left
250 pts for a catch while diving right
350 pts for a catch while diving left
350 pts for a catch over your head

CREDITS

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OUT RUN™

BACKGROUND

Taking 9 months for numerous programmers to develop the graphic design and gameplay, OUT RUN must surely be one of the greatest, if not THE greatest, home computer arcade version of all time. The computer game reproduces as faithfully as possible all of the exciting elements of the OUT RUN arcade machine. If it was more realistic you would need a driving license to play.

GAMEPLAY

Like no other game before it, you try a race against time to achieve your objective of reaching any one of five goal lines and become a winner. The course you will take is up to you. Start your engine, grip the controls and participate in the fastest race ever. Be prepared to dip, curve and increase your speed as you drive this arduous course. Familiarise yourself with the controls and GET READY!

Use your skill and judgement on this hand to eye masterpiece to manoeuvre your way past the many obstacles placed in your path. Avoid collisions and try to stay on the road.

Use of Gears: These will help you accelerate, decelerate and manoeuvre through the curves. Use a low gear to start with until you have gained speed and then open it up for tremendous acceleration. Keep in a low gear when tackling a curve to hold the road and shift into high gear for maximum acceleration on the open straight.

Screen Directions:

Score: As you drive through each scene, points will be gained for driving well. As you will observe your points add up instantaneously.

Time: Each race scene needs to be completed within a specific time. The time will count down as soon as you start the race.

Speed: Your cars' speed will be displayed in kilometres per hour.

Time Limit: You'll be disqualified if you fail to complete the respective scene within the designated time limit and you will have to restart. The time limit will vary but will always be displayed under "TIME" on the screen.

COMPUTER LOADING INSTRUCTIONS

CBM 64/128 Cassette: The OUT RUN game is divided into five different courses with five stages as shown by the diagram below.

You may choose to play any course at any time. Each course has different scenery and is a completely self contained game which must be loaded separately. When you have finished a course or run out of time, you may wish to drive another course, you must turn off the computer and then back on again.

When playing for the first time, load each course sequentially as they appear on the tape. Courses A and B are on Side 1 of Tape and courses C, D and E are on Side 2. Zeroise your tape counter at the beginning of each side and make a note of the beginning of each course in the grid below. Then by fast forwarding or rewinding, you can position the tape at the beginning of your chosen course for future use.

Side 1: Course A	000	Side 2: Course C	000
Course B		Course D	
		Course E	

LOADING: To load any course, position your tape at the start of the chosen course. Press **SHIFT** and **RUN/STOP** keys together and then press **PLAY** on the cassette recorder. A title screen will appear followed by the appropriate course.

CBM 64/128 DISK: Type **LOAD"MENU"**,**S**,1 and press **RETURN**. A menu will appear. Choose your appropriate course and it will load automatically. When you have completed or run out of time for that course and you wish to load another course then turn the computer off, then on again and repeat the loading procedure.

SPECTRUM CASSETTE: Type **LOAD""** and press **ENTER** key. Press **PLAY** on Tape, Side 1 which will load the driver program. Remove Side 1 from the recorder. Insert Side 2. Press **PLAY** on the cassette recorder.

KEY CONTROLS: **Q** - Accelerate; **A** - Brake; **O** - Left; **P** - Right; **M** - Gear Change; **H** - Hold/Pause game; **R** - Reset Game.

SPECTRUM + 2: As Spectrum. On specific machines you may be able to use tape counter, otherwise press **PLAY** and when prompted to do so **STOP** or **PAUSE** the tape. Press **PLAY** to load the appropriate section and play **OUT RUN**.

SPECTRUM + 3 Disk: Turn on the computer. Insert disk and press **ENTER**. Follow screen prompt where required.

AMSTRAD CASSETTE: Press **CTRL** and **SMALL ENTER** keys. Press **PLAY** on the cassette recorder. (SEE NOTES BELOW). Keyboards are user definable.

AMSTRAD DISK: Type **RUN"DISK** and press **ENTER**. Game will load and run automatically. Keyboards are user definable.

Notes for Spectrum/Amstrad Cassette Users

We have included a grid for you to record tape counter readings after ensuring that you have set the counter to zero before loading Side 2 Spectrum or Side 2 Amstrad.

The tape has 15 short pieces of data recorded sequentially (1 - 15 inclusive). There are numerous ways to travel from the **START** to give finishing points (A, B, C, D, E). You will always travel in a forward direction. At the end of each short route you will come to a fork in the road from which you choose the left or right route. [i.e. at the end of stage (1) you can choose either stages (2) or (3)]. After you have chosen the respective route, the computer will prompt you to load the appropriate section of road. Press **PLAY** on the cassette recorder and the program will automatically find the correct piece of route data. After the data has loaded, press **STOP** or **PAUSE** promptly on the cassette recorder. Note: the border turns blue when the program finds the correct route.)

Proceed to play your chosen route. Repeat this procedure after arriving at any chosen fork. When you have completed any of the five finishing points, rewind the tape and play the same or any other course.

If you should run out of time for the route you have chosen, rewind and start again.

SPECTRUM CASSETTE

Once side 1 has loaded:

1. Select traffic and controls.
2. Press 1 for Out Run.
3. Insert side 2.
4. Rewind side 2 and press **PLAY** on the cassette player.
5. Follow instruction sheet very carefully.

SPECTRUM 128K and +2 USERS

Ensure you load tape using **TAPE LOADER**

AMSTRAD CASSETTE

Out Run routes are on side 2 of the cassette. Once side 1 has loaded:

1. Select traffic and controls.
2. Press 1 for Out Run.
3. Turn over cassette, rewind and press **PLAY** on the cassette player. Levels will automatically load

HOW TO SPEED UP ROAD DATA LOADING

(Spectrum/Amstrad)

By recording your counter references in the boxes provided within the grid it will give you speedy access to routes you have used before. We suggest

that the first time you choose a new route to a finishing point you do not fast forward or rewind the tape as the data is recorded sequentially (1, 2, 3, 4, 5 etc to 15). When prompted by the computer, press **PLAY** and allow the appropriate road data to load (Note: the border turns blue when the correct code is found, otherwise the border is red) then press **PAUSE** or **STOP** promptly. Note the counter reading in the appropriately referenced box.

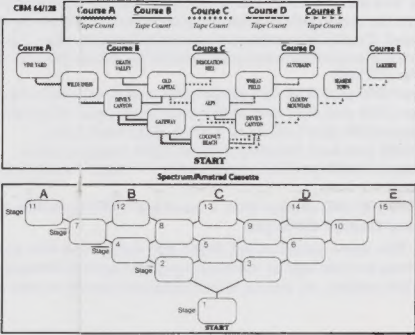
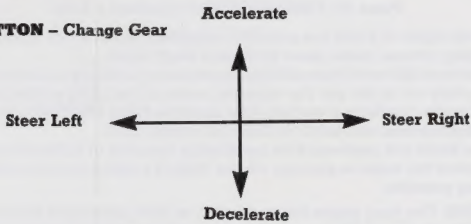
Example: When you have reached stage 9 you will meet the fork which has to load stages 13 or 14. Therefore you will have to wait while the road data for stages 10, 11 and 12 is searched through before coming to stages 13 or 14. By noting the counter reference you will be able to fast forward the tape to the appropriate point the next time you choose a route which includes the stages 13 or 14.

Eventually you will have tape counter references for all of the various stages and be able to find any new road very quickly by fast forwarding the tape.

JOYSTICK CONTROLS -

All computers

FIRE BUTTON - Change Gear



Additional Joystick Controls

COMMODORE 64

LEFT and RIGHT - Select music or turn off music (Radio Screen).

LEFT and RIGHT - Selects Initials (High Score Table)

FIRE BUTTON - Enter Initials (High Score Table).

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GAUNTLET II™

THE HEROES

THOR the Warrior

ARMOUR: Tough skin - eliminates 20% of damage.

SHOT POWER: Excellent - twice normal power.

HAND TO HAND: Excellent - Battle Axe - can destroy generators.

MAGIC POWER: Poor - damages most monsters and no generators.

THYRA the Valkyrie

ARMOUR: Shield - eliminates 30% of damage.

SHOT POWER: Poor.

HAND TO HAND: Good - Sword - can destroy generators.

MAGIC POWER: Moderate - damages most monsters and generators.

MERLIN the Wizard

ARMOUR: None.

SHOT POWER: Good.

HAND TO HAND: Poor - Bare Hands - cannot destroy generators.

MAGIC POWER: Excellent - damages all monsters and generators.

QUESTOR the Elf

ARMOUR: Leather - eliminates 10% of damage.

SHOT POWER: Poor.

HAND TO HAND: Moderate - Dagger - cannot destroy generators.

MAGIC POWER: Very good - destroys almost all monsters and generators.

THE VILLAINS

The monsters pour out of the generators which lie throughout the dungeons. Each generator creates a specific type of monster i.e. ghosts or demons. There are three levels of generator, the strongest producing the toughest monsters. Shoot the generators to destroy them. Monsters too, have three strengths, the most powerful taking three hits to kill.

GHOSTS: Stay away from ghosts. They hit you only once and disappear. One hits hurts alot. Shoot ghosts, do not run into them!

GRUNTS: Grunts will run up to you and hit you with their clubs over and over. Either move the joystick towards them to fight them hand-to-hand or shoot them.

DEMONS: Demons will try to shoot fireballs at you if they can, or if they are too close they will bite you again and again. Fireballs hurt more than biting does. Either move the joystick toward them to fight hand-to-hand or shoot them.

LOBBERS: Lobbers will try to lob rocks over walls and other things in the maze to hit you. They will also try to run away from you. Try to shoot them or trap them in a corner and fight them hand-to-hand.

SORCERERS: Sorcerers try to fool you by disappearing while moving. When they are invisible, your shots will go through them. Either move the joystick towards them to fight hand-to-hand or shoot them.

DEATH: Death will drain health from you. He will take up to 200 points and then die. The only way to kill Death is with magic. Don't even think about fighting him hand-to-hand!

SUPER SORCERERS: This sorcerer appears, takes a shot at the player and then disappears again. He continues to do this until shot by a player. Magic only stuns him and prevents him from shooting or disappearing immediately.

ACID PUDDLES: These green pools hurt the player but do not attack him: instead they wander around aimlessly. They cannot be shot. Magic only stuns them.

THE 'IT' MONSTER: This creature, which looks like a glowing, spinning disc, disappears when it hits a player. That player then becomes 'IT'. All monsters are attracted to the player who becomes 'IT' until he or she leaves the maze or until this player touches another player who then becomes 'IT'. This monster cannot be shot but can be stunned by magic.



THE 'THAT' MONSTER: This creature, which looks like the 'IT' monster, chases players around the dungeon. If it touches a player he loses a special power or a potion or 100 health points.

THE DUNGEONS

Around the dungeons are objects to collect and avoid:

POTIONS: Some potions can be shot although their effect is less powerful than when they are collected and used.

SPECIAL POTIONS: These behave as normal potions when shot but endow the player with special abilities if collected.

These include:

☞ **EXTRA ARMOUR** - increases protection

☞ **EXTRA MAGIC POWER** - increases the effect of potions

☞ **EXTRA SHOT SPEED** - increases missile speed

☞ **EXTRA SHOT POWER** - increases damage inflicted by missiles

☞ **EXTRA FIGHT POWER** - increases hand to hand combat ability.

☞ **EXTRA PICK UP POWER** - increases carrying ability from ten to fifteen times.

POISONED POTIONS: These behave like poisoned food.

FOOD: Plates of meat increase health by 100 and give a bonus of 100 score points.

CIDER: Cider bottles can be shot and destroyed. When drunk this acts like food.

POISONED CIDER: This can be shot and will slow monsters down for a short time. If drunk, poisoned cider takes 50 health points and makes the character dizzy and difficult to control.

KEYS: Score 100 points for collecting. Use keys to open doors.

TREASURE: Treasure chests cannot be shot but give 100 points when collected. Some treasure chests are locked and need to be opened with a key. They may contain food, money, a potion or even Death!

AMULETS: These magic devices confer special abilities on the wearer for a short time.

INVISIBILITY: Monsters cannot see you and wander around.

INVULNERABILITY: Monsters cannot hurt you, but your health decreases twice as fast as normal.

REPULSIVENESS: Monsters cannot stand you and run away.

TRANSPORTABILITY: The player can now transport through any solid object by running into it.

10 SUPER SHOTS: These shots kill all monsters in their path and keep travelling until they hit a wall.

REFLECTIVE SHOTS: These shots bounce off walls allowing players to shoot around corners. They bounce a maximum of three times.

WALLS: In general walls are impenetrable objects, but some walls crumble when shot.

TRAPS: These glowing patterns on the floor make some walls disappear when stepped on. There can be more than one trap. Trap walls may be invisible.

STUN TILES: These tiles stun any player who treads on them and then disappear.

TRANSPORTERS: Glowing red discs on the floor, transport players to the nearest visible transporter. If several transporters are the same distance away, then one is chosen at random. There are ways to influence your direction. Can you find them?

FORCE FIELDS: These go on and off in a particular pattern. If a player enters a field when it is on his health with quickly drain. Monsters are not affected. Force fields cannot be destroyed.

EXITS: These labelled holes lead down to the next level or to the one specified. Some exits are phoney. They are only painted on the floor tiles. On some levels exits move around by closing and re-opening elsewhere.

Treasure rooms appear randomly and the player has a fixed time to collect as many valuables as possible within a time limit, which is displayed at the top of the screen. There is no score unless the player escapes.

In general players are immune to the other player's shots but in some areas of the dungeon, missiles can stun or injure fellow players.

If players do not fight for about half a minute, the locked doors will disappear, freeing all of the monsters. Eventually, if players still avoid combat then all of the walls turn into exits!

BASIC INSTRUCTIONS

Choose the colour and character you want by pointing the Gauntlet and pressing the **FIRE BUTTON**.

How long you last depends upon your health. Health is lost by contact with the monsters and as time elapses. It can be regained by picking up the food which can be found in the maze. Be careful, some food can be destroyed by your shots and some may be poisoned.

The object of the game is to survive the monsters' attacks for as long as possible whilst competing for food, treasure and magic potions. You must also search the maze to find the exit to the next level.

For game controls, details will appear on the screen.

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ROLLING THUNDER™

STORY

In New York City around the year 1960, the elusive Maboo is plotting to conquer the world.

Rolling Thunder, the undercover arm of the WCPO (World Crime Police Organisation) has sent the female secret agent Leila on a special assignment into Geldra's underground headquarters. Her mission was to expose the treacherous conspiracy, but she was captured.

WCPO send in the only man on the Rolling Thunder force who can possibly rescue Leila. He is known only by his reputation and code name 'Albatross'. Guns are blazing and the fighting begins.

GAMEPLAY

You assume the role of 'Albatross' and your prime objective is to penetrate and overthrow the secret organisation 'Geldra' controlled by the sinister Maboo.

To achieve your objective you must pass through ten levels, jumping over balconies and over obstructions in your path. Enter doors to hide from guards at strategic moments. The guards that you encounter along the way will shoot, punch and drop bombs on you, mercilessly draining your energy. You are armed with a pistol and machine gun with which to defend yourself. By entering doors marked with the bullet (pistol ammunition) or gun (machine guns ammunition) symbol you can gain extra fire power.

Hazards you will encounter along the way include deadly automatic lasers and storming fire men who inhabit the lava-pool.

If you manage to defeat Geldra's army and capture the command centre you must confront Maboo in the final showdown.

You will be fighting against time whilst preserving your life.

CONTROLS

CBM 64/128

Plug joystick into Port # 2.

Keyboard Controls

F1 - Music off.

F3 - Music on.

F5 - Pause on.

F7 - Pause off.

SPECTRUM

Either Sinclair, Kempston or Joystick.

Keyboard Controls

Q - Up.

A - Down.

O - Left.

P - Right.

SPACE - Fire.

CAPS SHIFT A - Restarts game.

AMSTRAD

Either Joystick or Keyboard.

Keyboard Controls

Q - Up.

A - Down.

O - Left.

P - Right.

SPACE - Fire.

CTRL + ESC - Abort Game.

1 - Music on/off.

2 - Pause on/off.

GENERAL

Pressing up will cause you to jump upward or enter doors. Pressing **UP** and **FIRE** simultaneously will cause you to jump either up to or off a balcony or do a high jump if not near a balcony.

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720™

THE GAME

The player controls a skateboarder. The object of the game is to perform stunts accumulating points for which skate park tickets are obtained. In the parks you compete to gain medals and cash. Cash may be used to purchase better equipment (e.g. boards, shoes, pads, protective helmets) which improves the performance of the player.

CBM 64/128: To begin game, plug in joystick and press **FIRE** button.

SPECTRUM: Select keyboard or joystick and then press key 1 for three credits.

AMSTRAD: Press **FIRE** to begin game.

You then skate around "Skate City" visiting the four shops and four parks. There are four parks in "Skate City" each of which may be visited only once on each level of the game.

(Spectrum - The locations of these are indicated on a map which appears on the screen if you pass over a "map" square. Activating the joystick continues the game). The parks are Downhill, Jump, Ramp and Slalom (Spectrum - these are pointed to by "D" markers - Downhill, "J" - Jump, "R" - Ramp, "S" - Slalom).

Tickets are used as the parks are visited (at the bottom of the screen CBM 64/128 or under the T on the screen Spectrum/Amstrad). Extra tickets are awarded at 5,000, 15,000, 25,000, 35,000 etc. points. Medals are awarded for good performance in the parks with cash prizes and bonus points. After visiting each park a status sheet is displayed indicating medals awarded (Spectrum/Amstrad). High score and remaining credits also (Spectrum). A medal table is displayed (CBM 64/128).

SPECTRUM/AMSTRAD ONLY: When in the vicinity of a shop an icon to the right of the screen flashes alternately with the price. These icons represent helmets, shoes, skateboard and pads. The level of equipment is indicated alongside the appropriate icon. Approaching the counter at the correct place either results in a "SALE" or "NO SALE" message.

CBM 64/128 ONLY: There are four shops which sell boards, helmets, pads and shoes. Shops display the price of the goods they sell. Approaching the counter at the correct place will result in a sale if you have enough money. If a purchase is successful cash is deducted from the player (display indicated by \$ sign).

Bonus points are awarded for remaining cash at the end of the game.

CBM 64/128: If the player does not enter a park within the time limit displayed on the bar timer, he is pursued by killer bees. These become more dangerous if the player does not enter a park quickly. The player should avoid contact with other characters appearing on the screen.

SPECTRUM/AMSTRAD: If the player does not enter a park within the time limit displayed on the bar timer he is pursued by killer bees. These become more dangerous if the player does not enter a park quickly transforming in various objects. Extra points may be gained by passing over certain hidden locations.

Dollar bills on the road may be collected. The player should avoid contact with other characters appearing on the screen.

CBM 64/AMSTRAD: Acceleration increases as equipment levels improve. Pressing the **FIRE** button causes the skater to jump. The skater may twist and perform tricks while jumping.

KEYBOARD CONTROLS

CBM 64/128

SPACE - Pause; **F1** - toggle music on/off.

SPECTRUM

Q - Turn anticlockwise; **W** - Turn clockwise; **J** - Jump; **K** - Kick; **L** - Stop. Rotation keys **Q** and **W** are used to select the direction. Pressing **K** will cause the player to turn off.

P - Pause; **C** - Screen colour; **X** - Exit Skate City to start.

AMSTRAD

A - Left; **D** - Right; **W** - Up; **X** - Down; **S** - Fire; **P** - Pause;

M - Music on/off.

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